

CPSC 304 Project Cover Page

Milestone #: 1

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Group Number: 198

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By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Genshin Impact DB

Project Description

What is the domain of the application?

The domain of the application is inventory management and resource optimization in the open-world RPG Genshin Impact. The application allows users to form a team with the best stats based on items they have in the game. The user can add, remove and keep track of items in their inventory.

Genshin Impact - Game, Resource/Inventory Management, Strategy, Optimization

What aspects of the domain are modeled by the database?

The "Artifact" selection menu within the Genshin Impact interface is inconvenient to navigate, thus, this project will aim to make viewing and changing the character stats easier.

Each Character can be paired with 5 different Artifacts and 1 Weapon. Users can equipt various combinations of their equipment to alter each Character's base Stats. Using the Genshin Impact interface, Users have to equip each item and switch to a menu hidden under multiple buttons each time in order to see the changes in a Character's Stats, one Character at a time. Our project will have a database holding all of this data in one place for convenient updating, querying, and comparison.

Database specifications

What functionality will the database provide?

- Create and update Character with custom stats.
- Create and update Artifact/Weapons with custom stats and save it into the User's Inventory.
- Delete an Artifact/Weapon existing in the Inventory.
- Query the database for a specific Weapon/Artifact existing in their Inventory
- Equip Weapon/Artifact onto a Character.

Description of application platform

The project will use PHP with Oracle DBMS.

ER Diagram

